

A close-up, artistic photograph of a person in a white tuxedo jacket and black bow tie, holding two wooden mallets with white heads. The mallets are crossed in an 'X' shape in front of their chest. The background is dark with warm, golden light rays and bokeh effects. The overall mood is elegant and sophisticated.

ORCHESTRAL PERCUSSION X3M

Streason
SAMPLING

ABOUT STREZOV SAMPLING

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DISCLAIMER / PHILOSOPHY

We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace. We used some normalization on the samples of “**ORCHESTRAL PERCUSSION X3M**”, but tried to keep the depth of the instrument dynamics. We embrace candid, lively samples that include some natural imperfections.

ABOUT ORCHESTRAL PERCUSSION X3M

ORCHESTRAL PERCUSSION X3M is a product using the X3M engine, allowing the user to manipulate the sample material. And this opens vast musical possibilities for the working composer.

The concept behind the library is not only to introduce different types of Orchestral percussion, but also to create unique instrument combinations, similar to our percussion series' previous chapters, as well as some new sounds and effects.

And now, after many successful years, this collection takes the next step and becomes available to a bigger part of the community by joining the ranks of the NKS-compatible libraries!

THE X3M ENGINE

The concept behind the new X3M engine is quite simple – it is made out of 12 zones which you assign different patches to. After setting up the template of your choosing just plug in and play – nothing else needed!

When you load up **ORCHESTRAL PERCUSSION X3M**, you automatically load all samples inside your “Samples” directory. However, the instruments are built in such a way which actually keeps all samples purged, unless you load them up in a zone. This means that not only do you have a single patch with all types of percussion you might need – you also have a patch which is optimized and does not hurt your RAM!

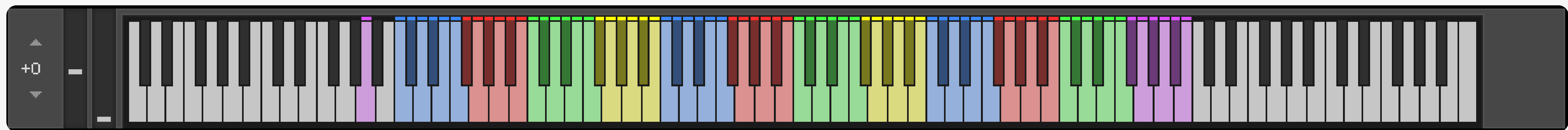
Q: How does it work?

When you open the patch the main settings you need are displayed here:



Q: How do I load instruments?

Click on any zone (marked Z-1, Z-2, Z-3, ..., Z-12) and then navigate through the list of categories and instruments; try and choose one that works well for you just by clicking on it - that way the instrument gets loaded into the selected zone.



All 12 keyboard zones are using different color markers to allow for easier navigation and playability. Not only that – when you start editing a zone, its color will change to purple. We did this to avoid confusion and to give you a clear view of what you are currently editing.

The Reset RR function is also available to you as a keyswitch located on A-1, marked in purple.

The patches also have global microphone control.



By default, you have all three microphone positions turned ON - “Close”, “Decca” and “Hall”. If you’d like to, you can turn each of the microphones on or off, solo or mute them, and also adjust the stereo spread of each, by clicking on and dragging the symbol on the right of the microphone position’s name.

SOUND SHAPING AND SOUND DESIGN OPTIONS

You have all 12 zones displayed on the page and you have several controls at your disposal for shaping the sound of all the different instruments in your current template:



EQ

A three-band EQ giving you the opportunity to boost or cut low, middle or high frequencies of the instruments.

AMP.FX

Transient Attack Knob & Transient Sustain Knob – transient attack and sustain work like a compressor; the attack amps up the beginning of the wave file, while the sustain can increase or decrease the sample tail. These are just PERFECT for getting even punchier sound!

Saturation Knob – a simple, but extremely effective tool to add little saturation/drive to some of the harmonics of the sound, or to take out some of the harshness.

WAVESHAPE

Pitch Knob – allows you to adjust the pitch of the samples. Really useful to load a single instrument twice and then change the pitch of one of the zones. You can load up any instrument of your choosing into two zones, then decrease the pitch of zone 2 all the way to the left. Play them together and now you have an even thicker sound!

Offset – moves the starting point of the instrument samples up to 100 ms from their original position. Whenever you adjust the offset, a bit of an attack curve gets added automatically in order to smoothen the start. The higher the value / position of the button, the smoother the curve.

Release – it shortens or extends the release of each played instrument.

Align – One new functionality, first introduced in Percussion Essentials X3M, is the Align tool at the GUI's bottom right corner. This can be used to align and change the phase between the close and far microphones. Naturally the recording from the hall mics has a few ms of delay due to the bigger distance between the mics and the source of the sound. However, with the Align tool, you're able to compensate for this delay and change the character of the sound by adjusting the phase. Apart from all of these modifications, you have the option to adjust the overall volume, mic volume and panning for each individual zone. An additional functionality of all new X3M libraries is the "Select RR" function. This function allows you to deactivate any of the RRs for a particular instrument included in the library, by simply clicking on the RR's number in the top right corner of the GUI. This gives you the liberty to shape the sound per your taste and needs.

Last, but not least – the engine has some really useful controls:

NEW – initializes the template – just like the button CLEAR, but applied to all zones.

LOAD/SAVE – you have the possibility to make your own presets and to save them with just a few clicks!

HELP – a built-in “help” file. Just click on it, and brief explanations of all the library’s controls will light up and help you get through.

RESET RR – resets all Round-robins for the zone you’ve currently selected (this function is also available as a keyswitch, located on A-1)

Also, there are two additional buttons at the bottom right corner – DISCARD (reverts all changes you have made to the default values) and CLEAR (removes all samples and settings from the zone). You also have EQ control (three knobs for high, mid and low frequencies) and individual volume control for the current zone.

PATCH LIST

Our primary goal was to record different kinds of orchestral percussion, suitable for all kinds of dynamic music and especially film/trailer. The library has multiple dynamic layers (from very soft ppp to blasting ffff) and has multiple round-robins (meaning that each instrument has unique samples that get changed every time you press a key).

In your “Instruments” folder, you will find a total of 16 patches. “Orchestral Percussion X3M” is a blank template of the engine, ready for you to play around with (including rolls in multiple dynamic layers, controllable via CC#1). And there are 15 more patches preloaded with all of the library’s major sections (and their respective naming hints to their best use cases):

Melodic

- Glockenspiel 1
- Glockenspiel 2
- Marimba
- Orchestral Tubular Bells
- Orthodox Church Bells
- Steel Drum Chromatic
- Timpani Set 1
- Timpani Set 2
- Vibraphone
- Xylophone

FX

- Chain FX
- Piatti FX
- Snare FX
- Sustain Cymbal FX
- Tam-Tam FX

For the more curious of you, here is a detailed list of all samples included:

| Instrument Name | Dyn | RR | Details |
|----------------------|-----|----|--------------------------------|
| BASS DRUMS | | | |
| Bass Drum 1 (36") | 4 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| Bass Drum 2 (40") | 4 | 6 | + Roll 4 Dyn X2 RR (#ModWheel) |
| Bass Drum 3 (32") | 3 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| Bass Drum 4 (28") | 4 | 6 | + Roll 4 Dyn X2 RR (#ModWheel) |
| SNARE DRUMS | | | |
| Field Snare | 5 | 6 | + Roll 4 Dyn X2 RR (#ModWheel) |
| Field Snare Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Snare Drum Cresc | 3 | 6 | + 6 FX |
| Snare Drums Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Snare (Small) | 3 | 6 | + 6 FX |
| Snare (Small) Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Snare (Big) | 3 | 6 | + 6 FX |
| Snare (Big) Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Snare (Big) | 3 | 6 | + 6 FX |
| Snare (Big) Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| PIATTI & GONGS | | | |
| Piati 1 Open & Muted | 3 | 6 | |
| Piati 2 Open & Muted | 3 | 6 | |
| Piati 3 Open & Muted | 3 | 6 | |
| Gong | 3 | 6 | |
| Tam-Tam | 3 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| Tam-Tam Cresc | 4 | 6 | 4 Lenghts Cresc, Each X2 RR |
| SUSTAIN CYMBALS | | | |
| Cymbal 1 | 3 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| Cymbal 1 Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Cymbal 2 | 3 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| Cymbal 2 Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Cymbal 3 | 3 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| Cymbal 3 Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Cymbal 4 | 3 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| Cymbal 4 Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Cymbal 5 | 3 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| Cymbal 5 Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Cymbal 6 | 3 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| Cymbal 6 Cresc | | | 4 Lenghts Cresc, Each X2 RR |

| Instrument Name | Dyn | RR | Details |
|-------------------------------------|-----|----|--------------------------------|
| METALS | | | |
| Anvil 1 | 2 | 6 | |
| Anvil 2 | 2 | 6 | |
| Anvil 3 | 2 | 6 | |
| Cowbell 1 Open & Muted | 2 | 6 | |
| Cowbell 2 Open & Muted | 2 | 6 | |
| Triangle 1 | 2 | 6 | |
| Triangle 2 | 2 | 6 | + Roll 2 Dyn X2 RR |
| Cowbell 1 Open & Muted | 3 | 6 | + Roll 2 Dyn X2 RR |
| SMALL & MISC 1 | | | |
| Tambourine 1 | 3 | 6 | + Roll 2 Dyn, Each X2 RR |
| Tambourine 1 Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Tambourine 2 | 2 | 6 | + Roll 2 Dyn, Each X2 RR |
| Tambourine 2 Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Tambourine 3 | 2 | 6 | + Roll 2 Dyn, Each X2 RR |
| Tambourine 3 Cresc | | | 4 Lenghts Cresc, Each X2 RR |
| Castanets Left Hand & Right Hand | 2 | 6 | |
| Claves | 1 | 6 | 4 Lenghts Cresc, Each X2 RR |
| Guiro Hit | 1 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| Guiro Short | 2 | 6 | 4 Lenghts Cresc, Each X2 RR |
| Guiro Long | 2 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| Horn | 2 | 6 | 4 Lenghts Cresc, Each X2 RR |
| Slapstick | 1 | 6 | + Roll 3 Dyn X2 RR (#ModWheel) |
| SMALL & MISC 2 | | | |
| Temple Block 1 | 2 | 6 | |
| Temple Block 2 | 2 | 6 | |
| Temple Block 3 | 2 | 6 | |
| Vibraslap | 1 | 6 | |
| Sleigh Bells 1 | 2 | 8 | |
| Sleigh Bells 2 Rows | 3 | 8 | |
| Sleigh Bells 3 Metal | 3 | 8 | + Roll 2 Dyn X2 RR |
| Sleigh Bells 3 Wood | 3 | 8 | + Roll 2 Dyn X2 RR |
| Sleigh Bells 5 | 2 | 8 | + Roll 2 Dyn X2 RR |
| Toy Sleigh Bells | 2 | 6 | + Roll 2 Dyn X2 RR |
| Sleigh Bells Ens. | 2 | 6 | + Roll 2 Dyn X2 RR |

| Instrument Name | Dyn | RR | Details |
|--|------|----|-----------------|
| GLOCKENSPIEL 1 | | | |
| Short | 3 | 2 | |
| Sus | 3 | 6 | |
| GLOCKENSPIEL 2 | | | |
| Sus | 1 | 4 | |
| MARIMBA | | | |
| MARIMBA | | | |
| 4 | 6 | | |
| ORCHESTRAL TUBULAR BELLS | | | |
| 2 | 6 | | |
| ORTHODOX CHURCH BELLS | | | |
| 3 | 4 | | |
| STEEL DRUM | | | |
| Side | 4 | 6 | |
| Center | 4 | 6 | |
| Edge | 2 | 6 | |
| TIMPANI 2 | | | |
| Felt Mallet Hit | 5 | 6 | |
| Wood Mallet Hit | 5 | 6 | |
| Felt Mallet Trem | Roll | 6 | |
| Wood Mallet Trem | Roll | 6 | |
| VIBRAPHONE | | | |
| 3 | 6 | | |
| XYLOPHONE | | | |
| Sus | 3 | 6 | |
| Slide Up & Down 12 Different Sldies | 1 | 4 | |
| CHAIN FX | | | 12 Different FX |
| PIATTI FX | | | |
| Single Hit | | | 12 Different FX |
| Tremolo | 2 | 1 | |
| FX Tremolo | | | 12 Different FX |
| SNARE FX | | | |
| Rim Shot | | | 18 Different FX |
| SUSTAIN CYMBAL FX | | | |
| Scrapes, Bow Sounds, Sustains | | | 30 Different FX |
| TAM-TAM FX | | | |
| Single Hits | | | 21 Different FX |

INSTALLATION / SYSTEM REQUIREMENTS

Powered by Native Instruments' free Kontakt Player v6.7.1 or higher.

Available for download directly via Native Access.

Full /paid/ retail Kontakt supported but not required

Approx. 25GB Hard drive space (~12.5GB for the archived files and ~12.5GB for the unzipped library)

Internet access

Min. of 2GB RAM

For detailed setup instructions, please follow the link below:

[**MANUAL SETUP INSTRUCTIONS**](#)

LICENSE AGREEMENT

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Thank you!
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